

Duplicate Bridge Scoring

Trick scores:

- Minor suits (clubs or diamonds): 20 points per trick.
- Major suits (hearts or spades): 30 points per trick.
- No trump: 40 points for the first trick; 30 points each subsequent trick.

Game:

A game is made when the trick scores for the tricks bid and made add up to 100 points or more. The game bids are therefore 3NT, 4 of a major or 5 of a minor (or higher).

Vulnerability:

In duplicate bridge, the board number determines/indicates which sides are vulnerable. If a side is vulnerable, the bonuses for slam, game and overtricks are increased. But on the flip side, so are the penalties for undertricks (for failing to make the contract that was bid).

Overtricks:

The declaring side gets points for each overtrick (tricks made beyond the number of tricks bid):

- Not doubled: the trick value
- Doubled: 100 if not vulnerable; 200 if vulnerable.
- Redoubled: 200 if not vulnerable; 400 if vulnerable

Undertricks:

When a contract is defeated, the opponents gets points for each undertrick (tricks short of the bid):

- Not doubled: 50 if not vulnerable; 100 if vulnerable
- Doubled not vulnerable: 100 for 1st undertrick + 200 for 2nd and 3rd undertricks + 300 for additional undertricks.
- Doubled vulnerable: 200 for 1st undertrick + 300 for additional undertricks.
- Redoubled: Twice the doubled values listed above.

Bonus Points:

When one side scores a slam or a game or a part score, that side collects an additional bonus.

- Grand slam (bidding & making 7, all 13 tricks): 1500 if vulnerable, 1000 if not.
- Small slam (bidding & making 6, 12 tricks): 750 if vulnerable, 500 if not.
- Game bonus: 500 if vulnerable, 300 if not.
- Part score bonus: 50
- For making a doubled contract: 50
- For making a redoubled contract: 100